

Daughters Of the Raven

WHO SERVE

The Herald's Guild

The Birds and the Watchers

GEAR

- ◆ Travelling Garb
- ◆ Fine black raven-feather cloak (*Armour vs Survey*)
- ◆ Mail satchel of holding
- ◇ Shadowforged Armour (*Armour vs Skirmish*)
- ◇ Travelling and camping gear
- ◇ Keen-Edged Blades (+ranged +infinite)
- ◇ Spear of Choosing (+vengeful)
- ◇ Fine clothes and jewelry
- ◇ Burglary gear
- ◇ Glorious Mask (+Authoritative)
- ◇ Wrathful Mask (+Terrifying)
- ◇ Faceless Mask (+Forgotten)

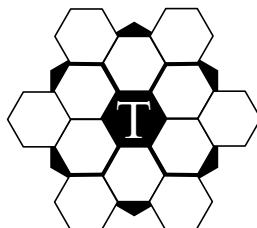
CONTACTS

Kilku Ratface	<i>Appearances Matter</i>
Xanak the Bookkeeper	<i>Every Coin Must be Earned</i>
Marak the Tailor	<i>Trust is a Blade</i>
Harun the Smuggler	<i>Everyone has a Price</i>

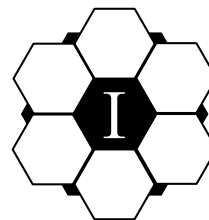
ADVANCES

- ◇ **Letters of Introduction:** You can gain access to an audience with anyone in Sig, including any Powers currently there. You will have an opportunity to deliver a written or spoken message safely.
- ◇ **Seasoned Traveller:** Each PC may add +1 action rating to Survey, Maneuver, or Sway (up to a maximum of 3)
- ◇ **The Atlas of Sig:** The Herald's Guild has an incredible supply of maps and charts which reveal secret routes, hidden doors, and forgotten tunnels. Gain an additional die on engagement rolls in the city of Sig.
- ◇ **Seeker:** If you know someone's True Name, you know where to find them. If their name is obscured to you, you must succeed on a Survey roll to find them.
- ◇ **Far Whispers:** You can communicate with any member of your faction instantly so long as they are in the City of Blades, or in a plane that currently has the tether.
- ◇ **Rumour Mongers:** Your faction knows all the dirty secrets and sordid rumours about the powerful figures of the city. You can take a preparation action to release this information and take -3 Infamy.
- ◇ **Wind Tethered:** The guild is strongly aligned to the Elemental Plane of Wind. While this plane is tethered to Sig, you can make Planar Bargains with that plane without suffering Consequences.
- ◇ **The Wrens:** The Wrens are comprised of experienced planar rangers and vergers who maintain waystations throughout the verse. Your crew may use preparation actions to assign them certain tasks.

TREASURY



INFAMY



FACTION

	Paperguard
	Guild of Artificers
	Guild of Toil
	Guild of Advocates
	Sig Gazetteer
	Riverkeepers
	Cleaners
	Farmers Guild
	League of Exterminators
	Enforcers
	Dustkeepers
	Teachers Guild
	Night Barons
	Recyclers Cooperative
	Portalsmiths
	Performers Guild
	Heralds Guild
	Sage Collegium

CLAIMS

Turf	Unified Sig Postal Service